14. A video graphics circuit comprising:

a frame buffer, wherein the frame buffers stores display information; and

a gamma correction block operably coupled to the frame buffer wherein the gamma correction block stores a plurality of sets of precomputed gamma corrected data corresponding to a plurality of gamma correction curves, wherein the gamma correction block receives the display information and gamma selection information, wherein the gamma correction block provides gamma corrected data in response to the display information from a gamma correction curve selected by the gamma selection information.

15. The video graphics circuit of claim 14 further comprises a digital to analog converter operably coupled to the gamma correction block, wherein the digital to analog converter receives the gamma corrected data and generates an analog display signal.

16. The video graphics circuit of claim 14 further comprises a video graphics processor operably coupled to the frame buffer, wherein the video graphics processor generates at least a portion of the display information stored in the frame buffer.

17. A method for gamma correction in a video graphics system, comprising:

receiving pixel information; and

selecting a set of gamma corrected data from a plurality of sets of precomputed gamma corrected data based on the pixel information and gamma selection information, wherein the plurality of sets of precomputed gamma corrected data include gamma corrected data corresponding to a plurality of gamma correction curves.

18. The method of claim 17 further comprises converting the set of gamma corrected data from a digital format to a portion of an analog display signal.

19. A method for gamma correction of pixel information in a video graphics system, comprising:

providing a first portion of the pixel information to a lookup table, wherein, in response to the first portion of the pixel information, the lookup table provides a slope and an offset corresponding to a selected piecewise linear segment approximation of at least a portion of a selected gamma correction curve, wherein the lookup table selects the selected gamma correction curve based on received gamma selection information, wherein the lookup table stores piecewise linear segments corresponding to a plurality of gamma correction curves;

multiplying the slope by a second portion of the pixel information to produce a value on the selected piecewise linear segment; and

adding the offset to the value on the selected piecewise linear segment to produce an approximation to a point on the selected gamma correction curve.

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